

```
namespace foo{  
  int x;  
  long y;  
}
```

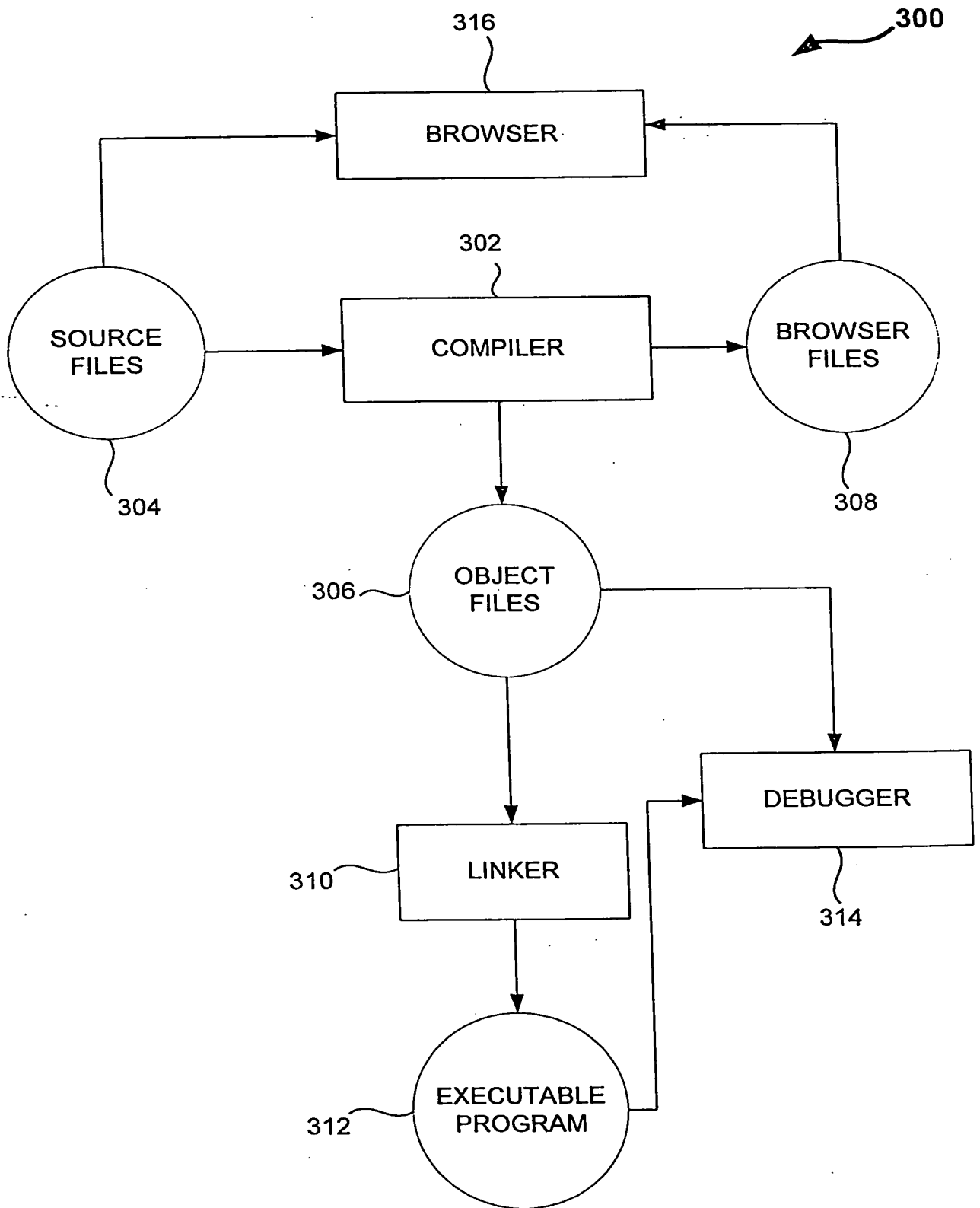
102

**Fig. 1**

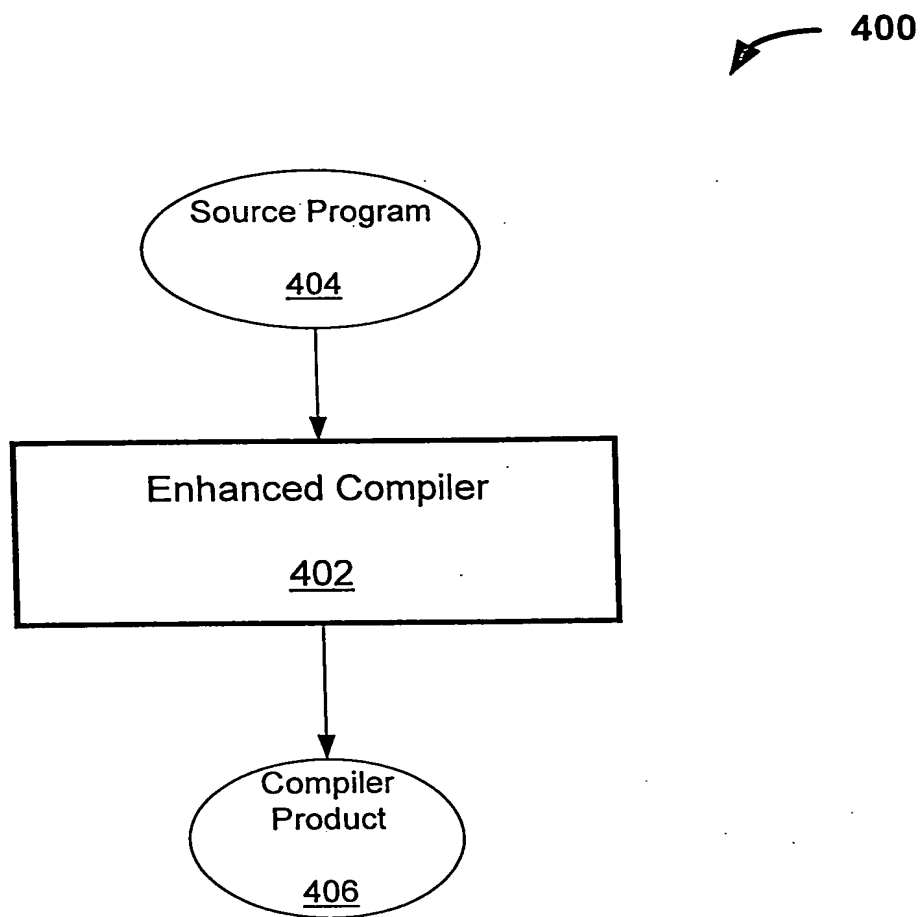
```
namespace babo{  
  float x;  
  float y;  
}
```

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**Fig. 2**



**Fig. 3**

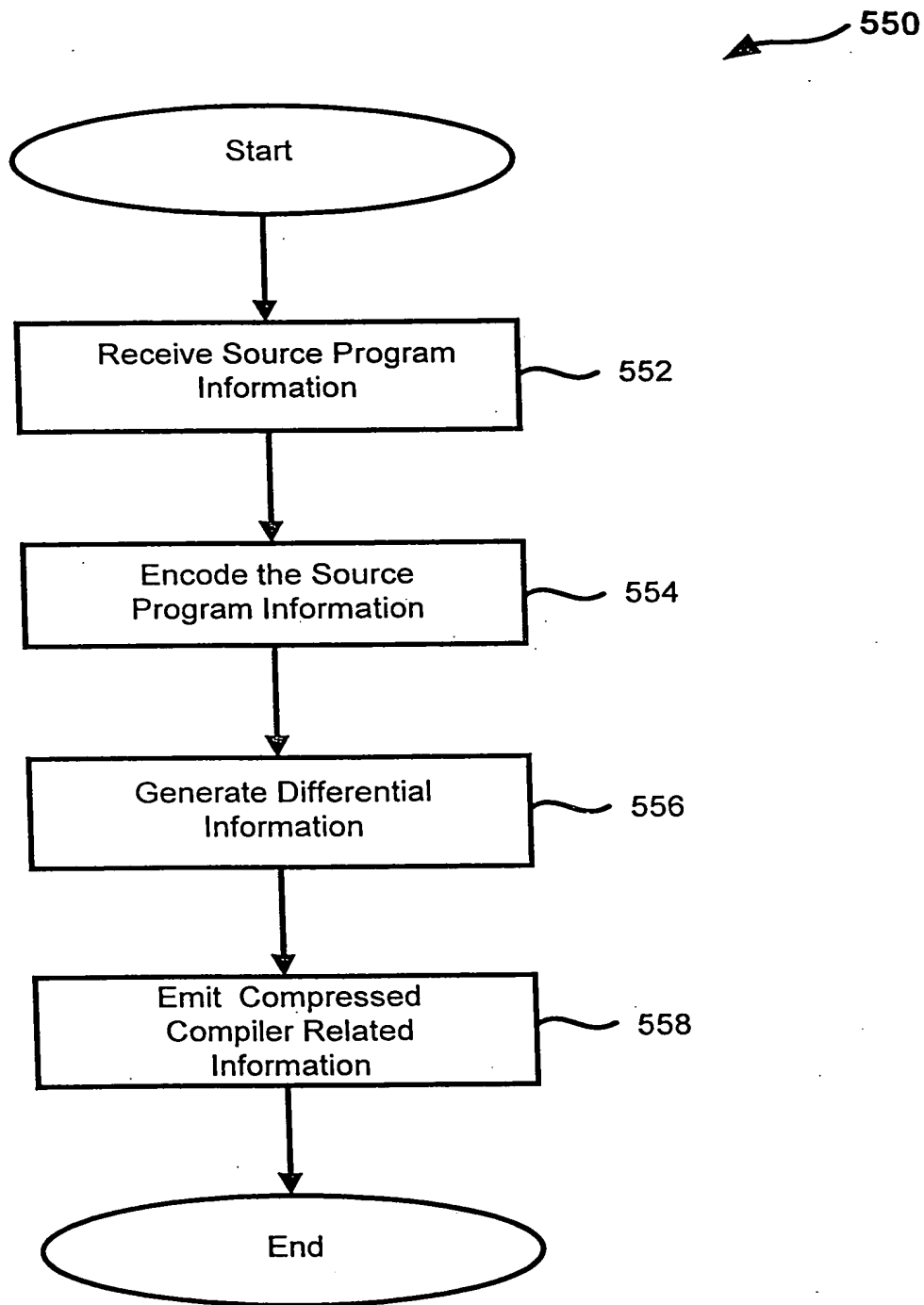


**Fig. 4**

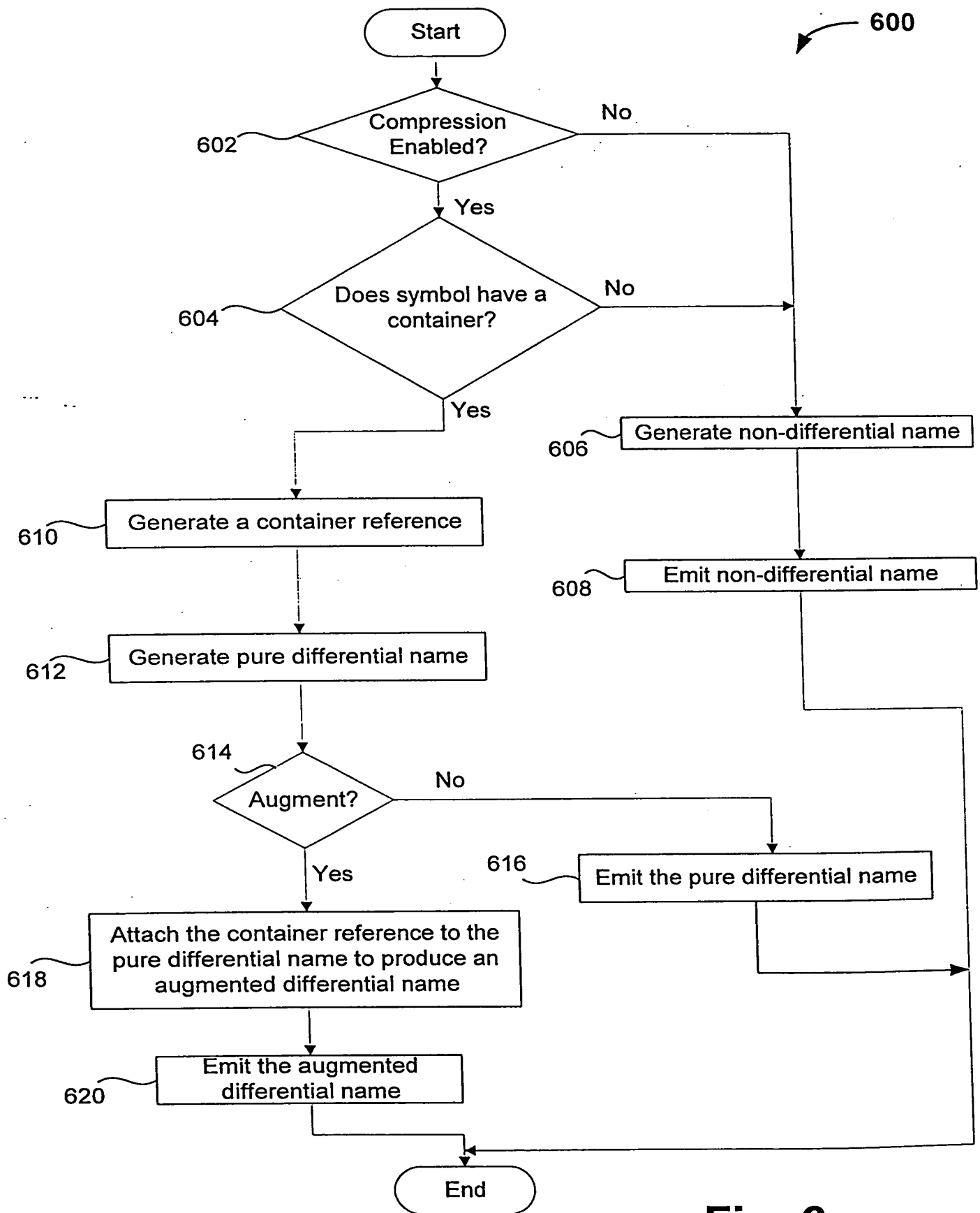
**DEBATE**

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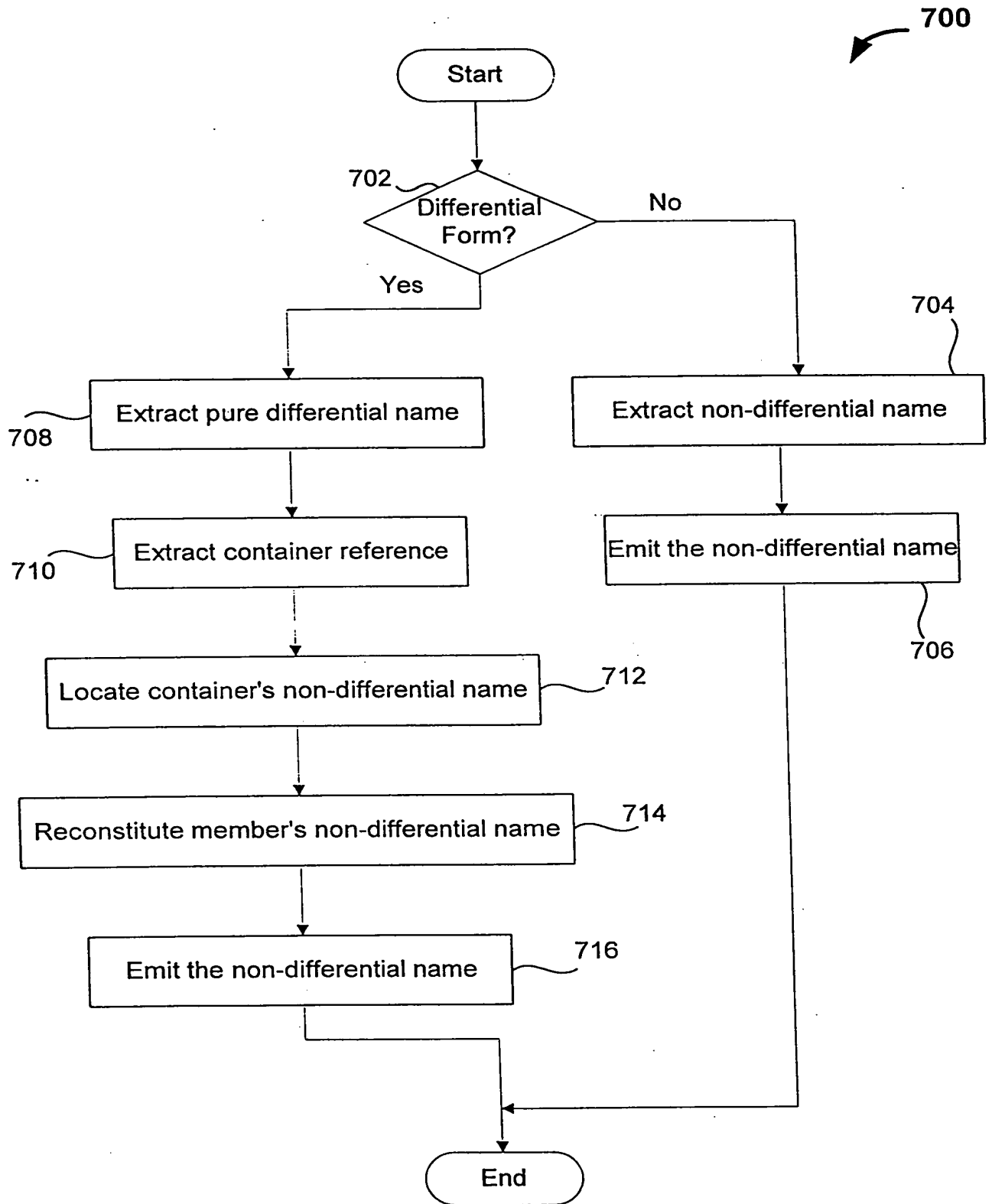
**Fig. 5A**

[illegible]

**Fig. 5B**



**Fig. 6**



**Fig. 7**